
Mystery Chronicle
One Way Heroics
Instruction Manual

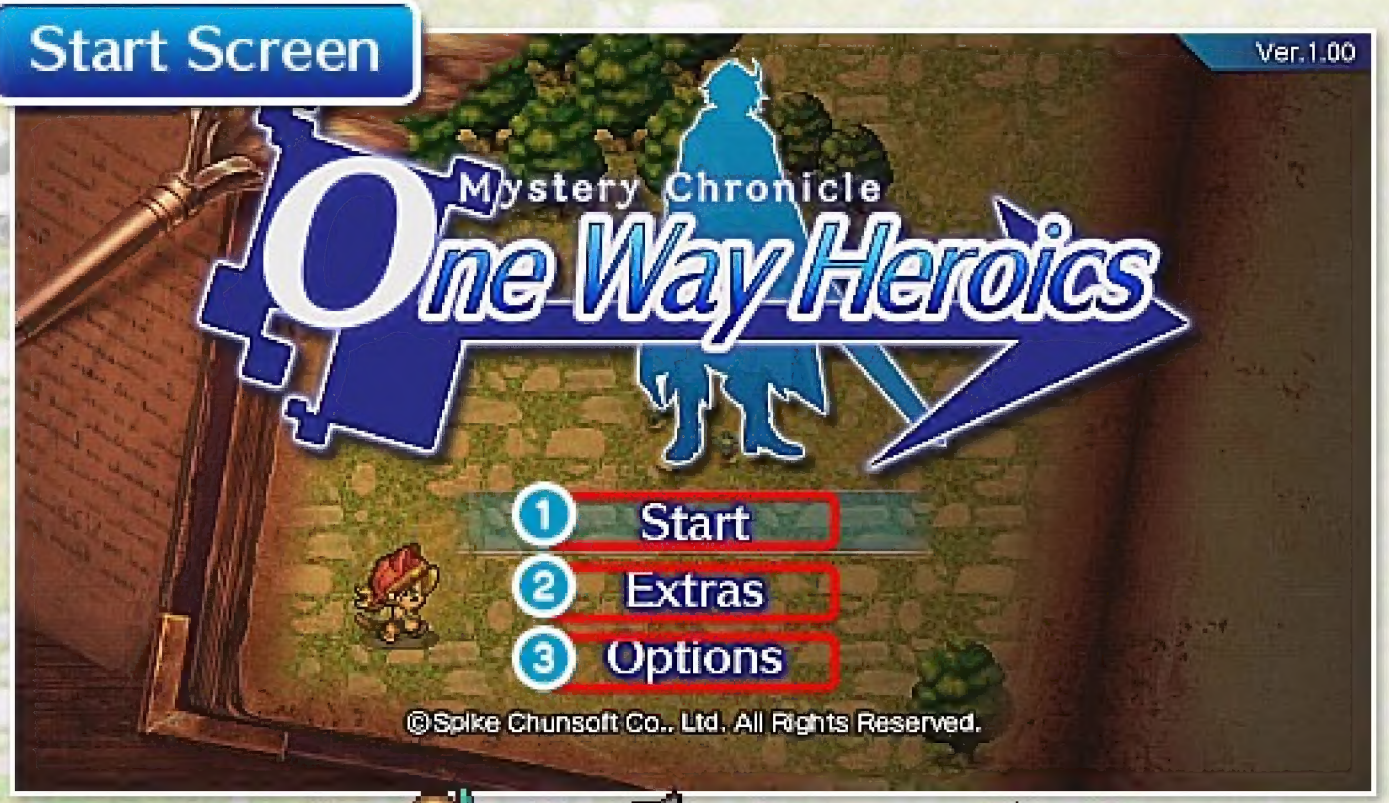


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Starting the Game

Start Screen





1 Start

Start the game.

▸ Start a New Quest

Prepare yourself and set out on an adventure in a new World.

▸ Continue Quest

You can continue previously saved adventures.

▸ Battle Other Heroes

You can duel other players online.

2 Extras

You can view past Adventure Records, Class Records, Match Records and Specials.

3 Options

You can adjust Control Settings, Sound Settings and Twitter Settings.

Screen Description



1. Traveled Distance Days Past
2. Player Status
3. Allies Status
4. Current WT Current Lapis
5. Information from other player's who have been to this world
6. Mini-map
7. Condition Display
8. Player Icon and Equipment Durability
9. Terrain SFX
10. Log Display

Control Scheme Type A / Type B



L Button
- Shortcut
- Dash

R Button
- Move Diagonally
- Shortcut

Directional buttons
Left Stick
- Move/Select/Change Page
- Move/Select/Change Page

Touchscreen
- Pinch out to zoom out and pinch in to zoom in
- Pinch out to zoom out and pinch in to zoom in

△Button
- Change Direction/Change Target
- Change Direction/Change Target

△Button
- Menu
- Move Diagonally

○Button
- Cancel/Dash
- Cancel/Menu

×Button
- OK/Attack/Talk
- OK/Attack/Talk

Right Stick
- View Status Effects
- View Status Effects

START Button
- Display Log / Sort (Menu) / Skip
- Display Log / Sort (Menu) / Skip

SELECT Button
- Take a screenshot for Twitter
- Take a screenshot for Twitter

Choose from two Control Types



○Button+×Button
- Stand Still

□Button+×Button
- Stand Still

Saving the Game

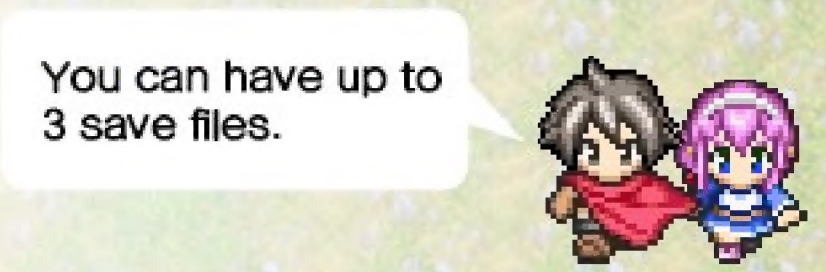
Autosave

If you choose Return to Title at the Quest Evaluation screen, Dream Vault, Genesis Stones, Castle Status, your current Class and Perks will be saved automatically.



Saving Mid-adventure

You can save your progress during an adventure. NPCs like the Save Elf, items like Memory Gems, or other special events will allow you to save.



Cross-Save

With "PSN", save data can be shared between the "PS4" system and the PS Vita system.
You can upload or download saves (except mid-adventure) from the Option menu on the Title Screen.
If you download a save, you will not be able to use mid-adventures on your system.

Story



Once there was a world.
The Kings of that world warred endlessly
to make it their own.

Among those regents, King Konrath's
troops alone were unbeatable and so his
dominion crept ever onward.

But then, one day...
There was an incident that threatened
even the invincible King Konrath.
The Envoy of Calamity descended
from the heavens.

It was the Envoy of Calamity who
unleashed the disaster known as the
Shine Raid, which spread across
the world and disintegrated all living
creatures it engulfed.

And now, that very Shine Raid...
is encroaching upon the castle where
the King and his heir currently reside...

Character Introductions

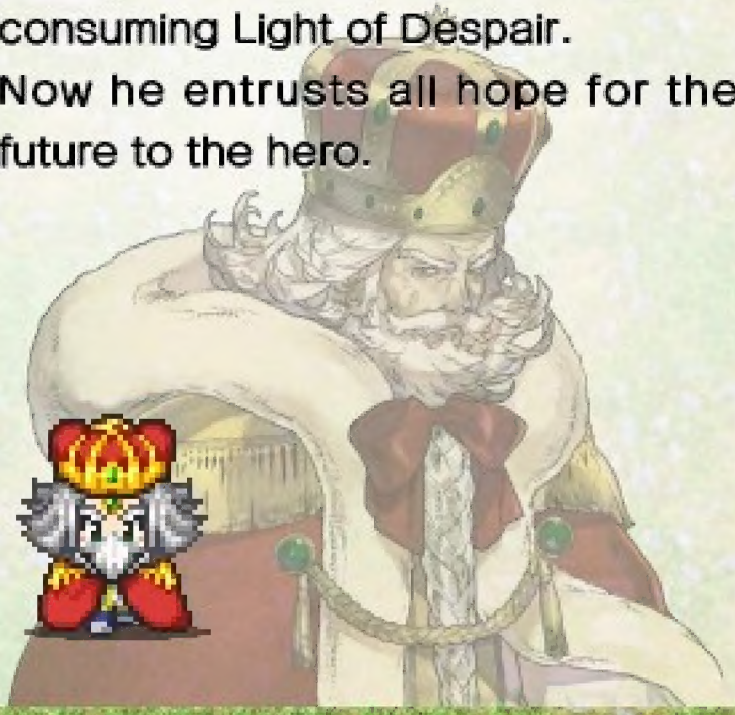
Memoria

The main character's guide and close friend.
Always cheerful and supportive, she won't let the hero quit no matter how tough the journey may become.



King Konrath

The great King who rules this world. His mighty kingdom has no rival. That is, it had no rival until the Envoy of Calamity released the all consuming Light of Despair.
Now he entrusts all hope for the future to the hero.



Keyton

Living to the north of the castle is the hero's former guide and childhood friend.
He can become your ally and help on your adventure.



Vault Keeper

A quiet girl without expression or emotion that cares for your items.
Once you unlock the Dream Vault, she will appear in the castle.



Mysterious Wiseman

A man who appears before players who have traveled and grown from countless adventures.
He seems to have an important request for the player...



Fallen Angel Alma

The Envoy of Calamity who suddenly descended upon this world.
The person responsible for releasing the insatiable Shine Raid, she aims to decimate the world and so pursues the hero interfering with her plan.





Class Description

There are over 20 classes (occupations) available to play.
In addition to each class having different starting equipment and abilities, they each also gain different skills and unique features.

Swordsman



Skilled at close combat, they have a high chance of landing chained attacks. These attacks can do many times more damage.
Fairly easy to use.

Knight



A class with excellent defense. Starting with a shield they are able to defend well against enemy attacks and have many specialized defense skills they can use.

Archer



A class whose strong point is ranged combat and excellent enemy detection. However their defense is not that high.

Thief



A class that is nimbly able to engage and withdraw from close combat.
Can use lockpick, steal and dash-type skills.

Sorcerer



Able to use various Forces. With Force power, they can deal enormous damage, find enemy positions, and use many other abilities.

When you start, you have these five classes to choose from.



Pirate



A class which is adept in the water, and whose strength and HP will grow quickly. Since they typically have low charisma, they find it hard to recruit allies.

Adventurer



A class with excellent escape abilities and skills. Not comfortable in close range combat, they tend to specialize in moving and escaping.

Gunner



Skillful marksmen and the only class allowed to start with a gun in hand. Strong against flying monsters because of their range advantage.

Half-Beast



Warriors skilled with the spear and boomerang. They have high life and stamina. The spear they start with can pierce two tiles in front of them.

Zombie



Citizens of the land of the dead. Their dead eyes and stench makes it near impossible to make allies. Their high HP and ability to take hits is superb.

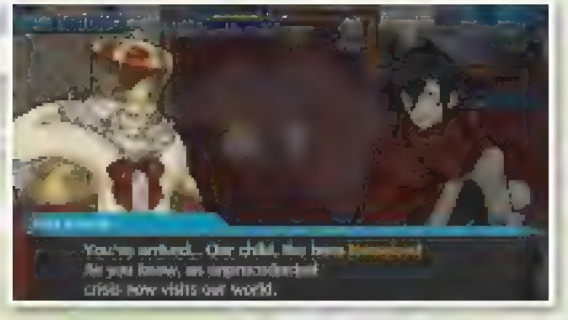
You can use Genesis Stones to unlock new classes!



World Introduction

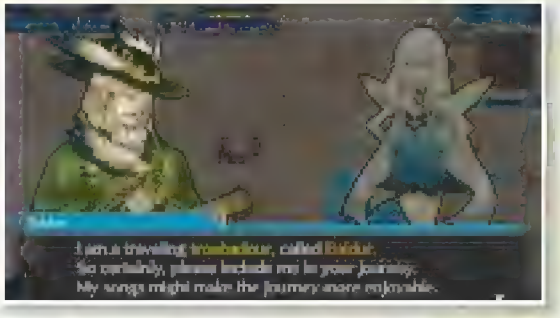
Among the worlds you can adventure in, Campaign Worlds have special conditions added to them. Campaigns are updated periodically with types, such as Limited-time, Light Play, Hard Play, and Mystery Play.

One day world



These worlds exist for only 24 hours and are visited by many heroes. These adventures allow you to enjoy different and unique experiences.

The Bard's tale



You hear a beautiful voice resonating throughout the castle. With enough charisma, and some free lunch, the troubadour may aid you in your journey.

Powerful Enemies



The tough enemies who appear are many times stronger than normal. However, if you decide to face them, there is a 50% higher chance of finding special weapons.

Easy Leveling



In this world, you will gain experience at 3 times the normal rate, and grow extremely fast. The world has tough enemies so you will probably need that power to succeed.

Gameplay

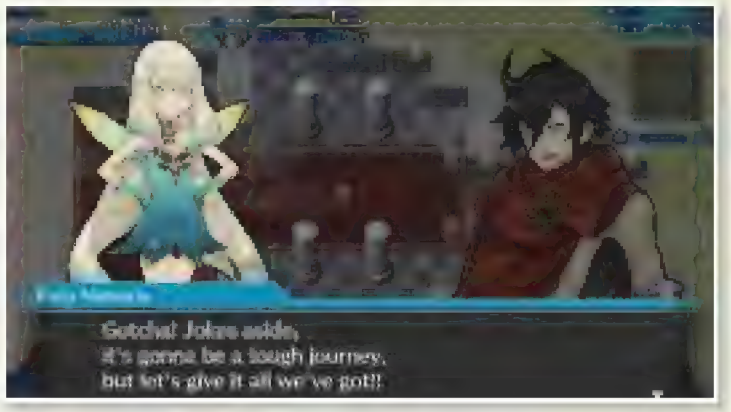
Adventure through various worlds and watch your powers grow in Mystery Chronicle: One Way Heroics.

Prepare for your Adventure



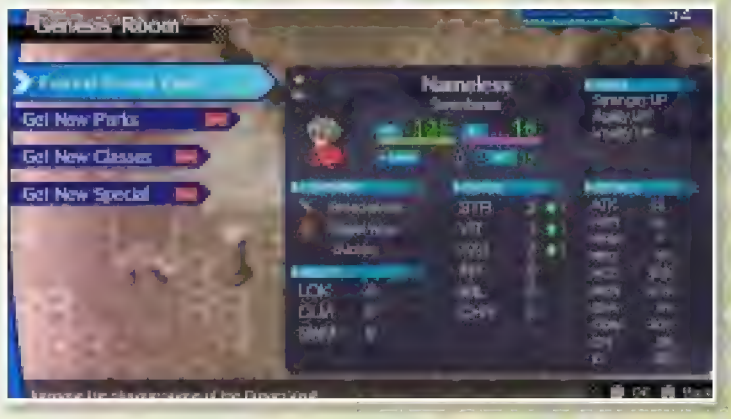
Choose a world to adventure in, as well as a class and perks for your character. These will be the basis for whether you succeed or fail on your adventure.

Depart on your Adventure



Aim to clear the world you chose! Even if you don't manage to clear a world, the smallest amount of progress can help on your next adventure.

Genesis Room



Even if you didn't clear your previous adventure, you can still collect Genesis Stones. Use them to expand the Dream Vault, unlock new perks and classes, and so continue to grow. You can use Dream Vault items on your next adventure.

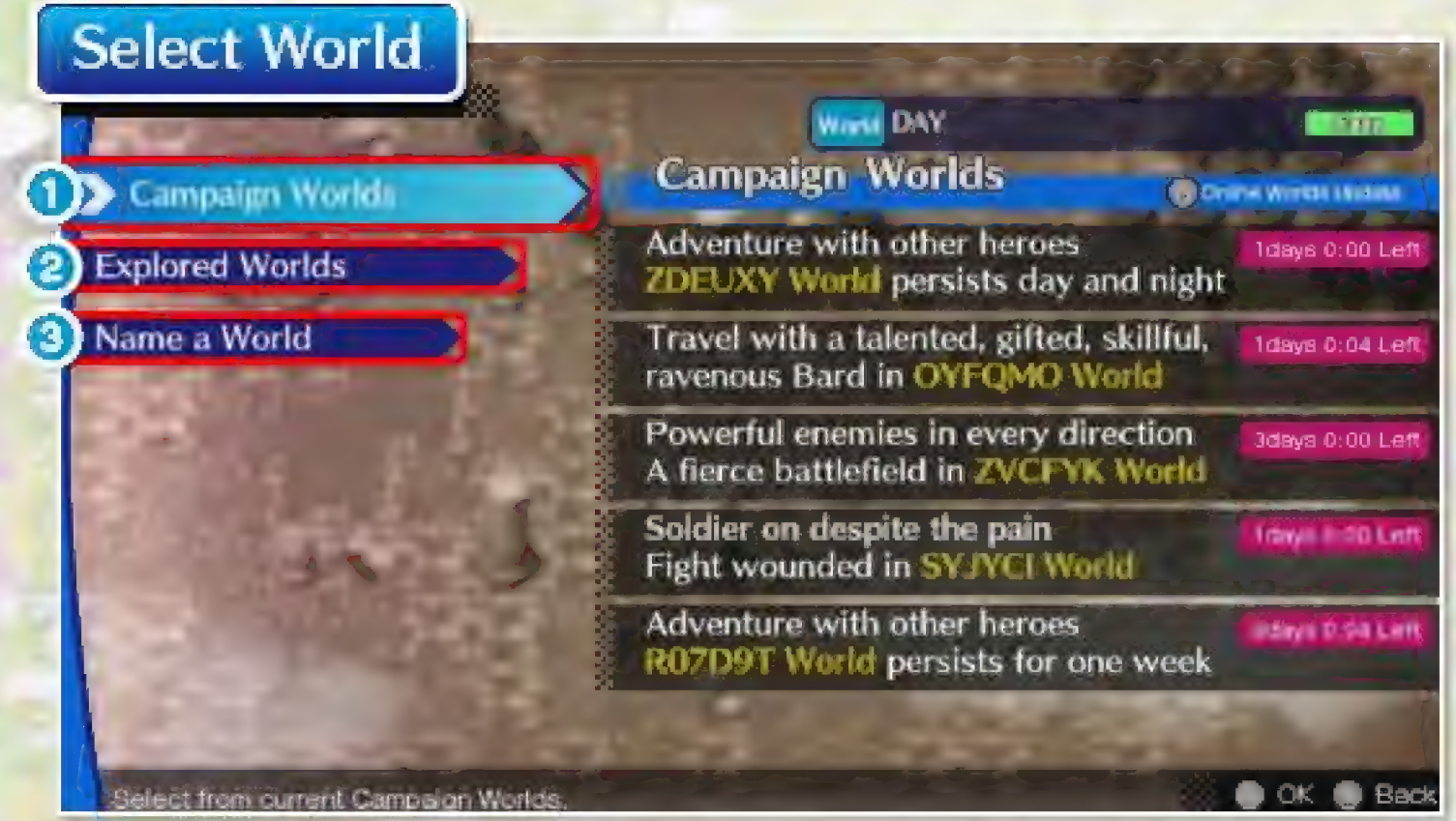
Clear one world, then aim for the next!





Prepare for Quest

Choose a world and decide on your character settings.



1 Campaign Worlds

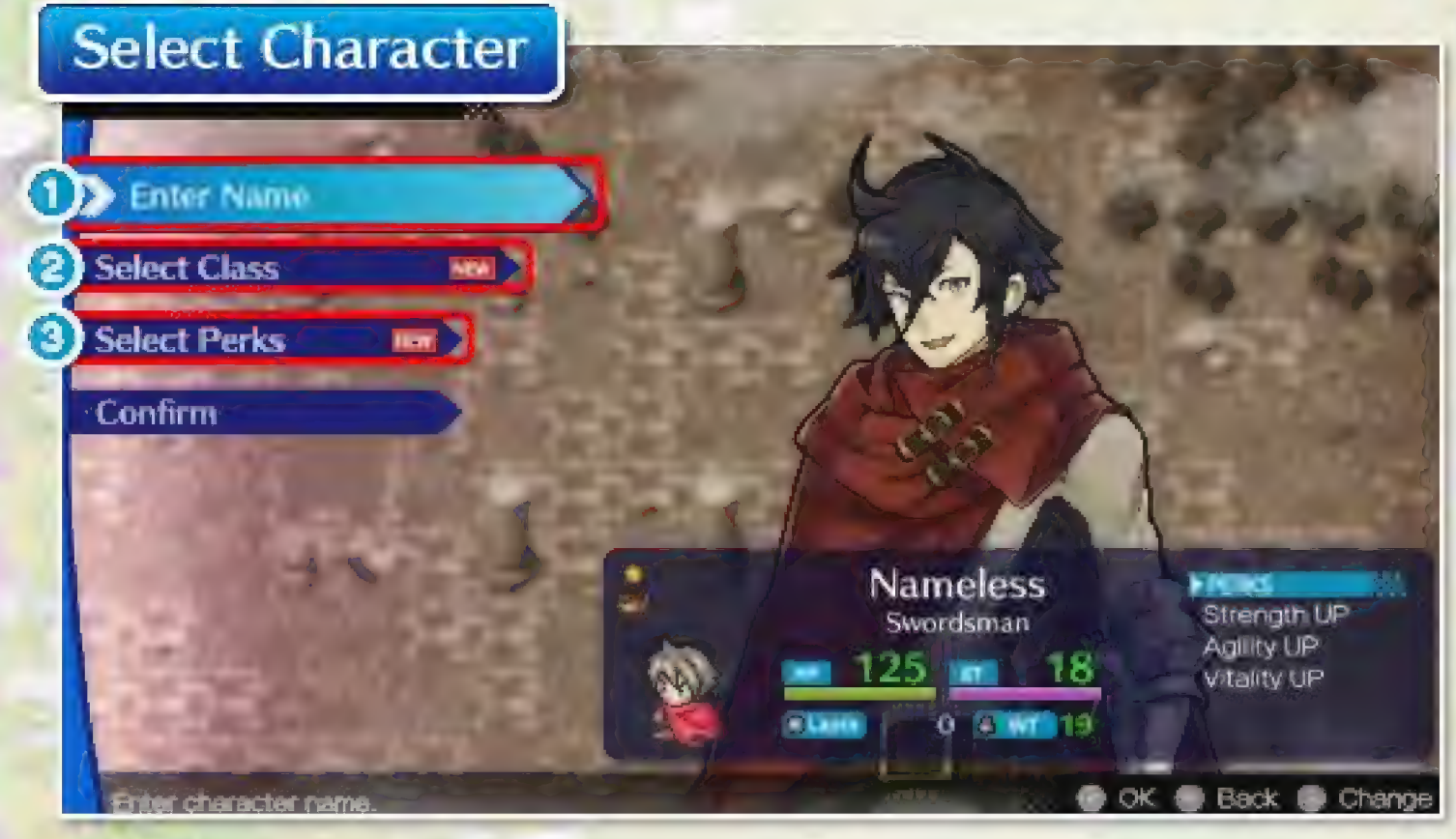
Various limited-time worlds are updated with special bonuses and conditions.

2 Explored Worlds

You can choose to play from a list of previously explored worlds. That way, you can replay worlds you couldn't clear, or worlds where you can collect useful items for another adventure.

3 Name a World

The player can name their own world. Once a world is named, if the same name is used again, then the terrain will be the same. Anyone who uses that name will be able to come up with their own way of clearing it. If you choose random, then a random name will be created.



1 Enter Name

Enter your character's name.

2 Select Class

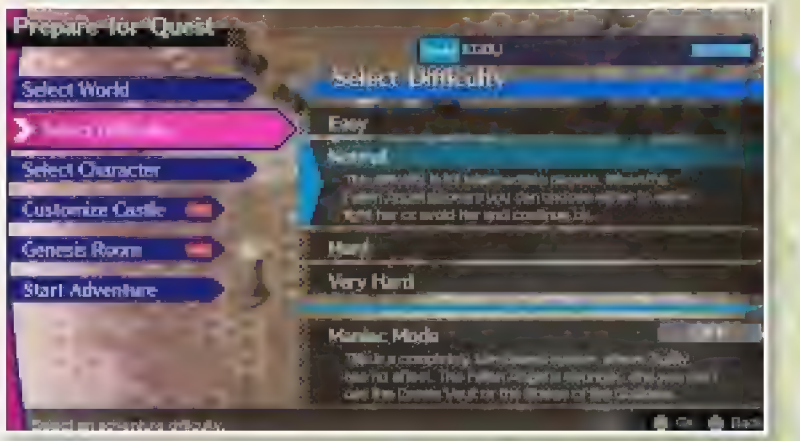
When you highlight a class, their special features and stats will display. Choose whichever class and class type you want to play. Completing adventures will open up new classes and class types.

3 Select Perks

The perks that you choose can change your abilities or give you other special effects. You start with 3 perk slots. Clear adventures in order to unlock up to 5 slots. Along with the starting perks that increase your strength and agility, on your journey you will collect Genesis Stones, which can be spent on unlocking new perks.

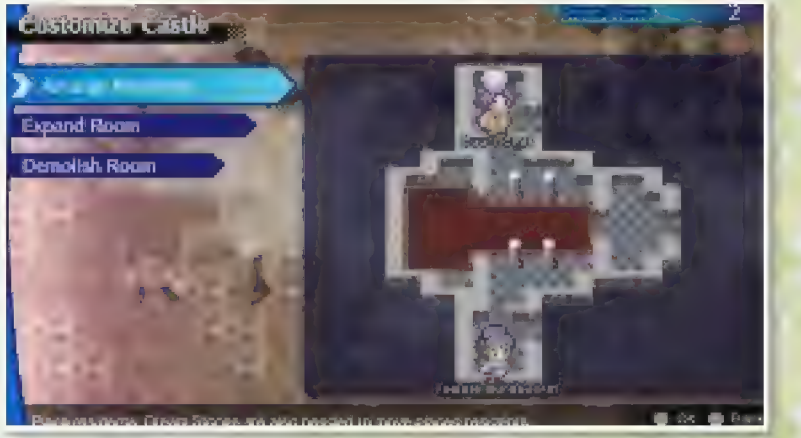
Select Difficulty

Easy and Normal difficulty is available from the start. Eventually you will unlock Hard and Very Hard difficulty. Hard and Very Hard provide for more of a challenge, however, you will be able to attain certain items that are not available at lower difficulties.



Customize Castle

The castle that you begin your adventure in can also be customized.
You can extend or demolish parts of the castle as well as place residents. To do these things you will need to use Dream Stones.



Let's go on an Adventure

Once you finish your preparations, you can depart on your adventure. Let's aim for success!

Movement

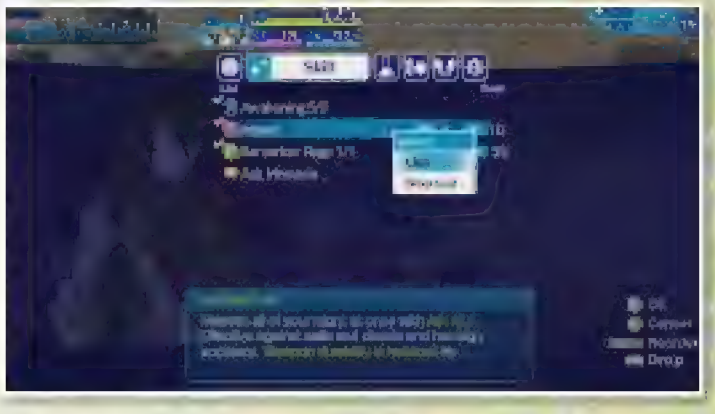
You can perform any action (move, attack, etc.). The screen will scroll to the right with each action. If the light from the left (the Shine Raid) touches you, it's game over.

Battle

When you meet an enemy, the battle occurs in turns. If you don't act, then your opponent also won't act, so take your time. You may even get two actions in a row, depending on your agility. When attacked from behind, you take more damage so try fighting head on. Besides just attacking, you can also use as many skills on items as you like.

*In Maniac Mode, agility has no effect and each action takes one turn.

About Skills

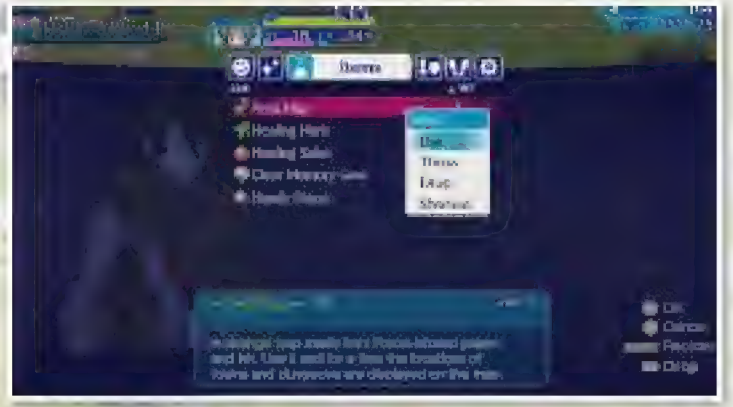


Classes have a variety of different ways to use skills. Skills can be used to attack enemies, buff character stats, or lock pick along with other things. Each can be used to help your adventure in a variety of ways. You should register skills that you use often.

Awakening

During each adventure you have 5 uses of this skill. With this, you alone will be able to act for 3 turns. During Awakening, try buffing your attack or using Force Powers without having to concentrate. If you're in a pinch this could be a big help.

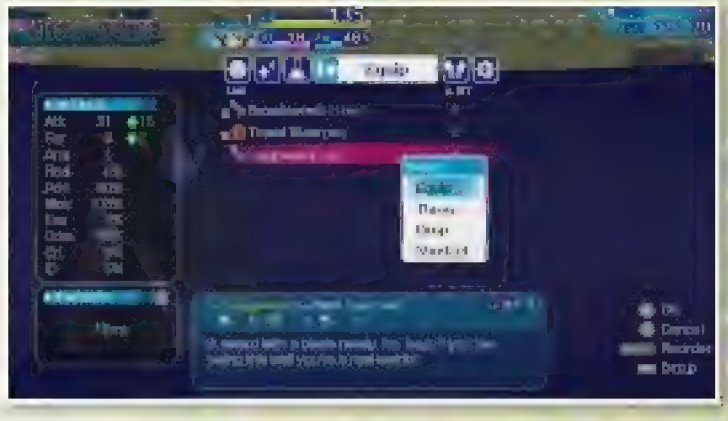
About Items



When you select an item you can take actions, such as Use (Eat), Throw, Discard or Shortcut. Items aren't just for healing, throwing an item will also cause damage to enemies they hit. You can also set traps. The Discard command can be used to adjust your WT (Weight), and you can create shortcuts to items with the Shortcut command.

About Equipment

Equipment has an endurance value, and when it reaches 0 the equipment will be destroyed, the accompanying stats will also drop. Durability is displayed in the lower left, so please pay attention to it. Weapons can also be registered to your shortcut menu to smoothly switch between them. Each class also has weapons that they are skilled with, so try to use them effectively.



About Shortcuts

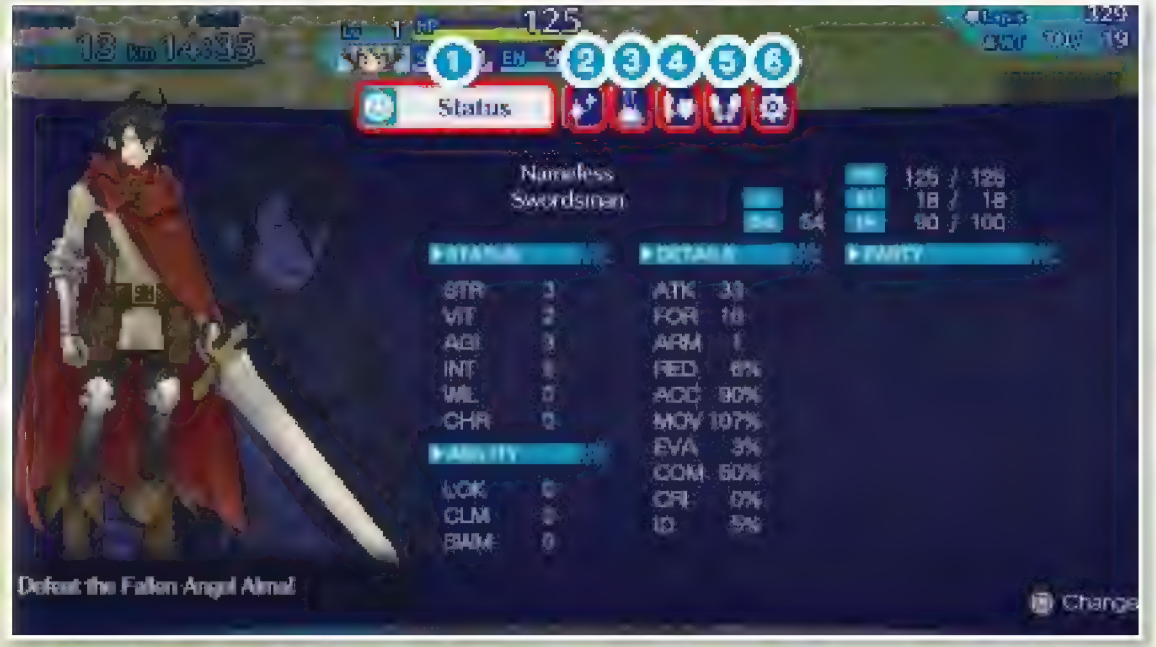
You can bring up the shortcut menu by pressing L button (or R button). By registering the items and weapons that you use regularly, you can help your journey progress more smoothly.

About WT (Items' Weight)

If the combined weight of items you possess exceeds your WT limit, you will be unable to move. Either use or discard items to adjust your weight.

Menu Screen

With the △ button (or ○ button), you can bring up the menu. From the menu you can use items, skills or change equipment.



❶ Status

Confirm your status.

❷ Skill

Use your skills.

❸ Items

You can use your items. Other than using items, you can also throw items at enemies, discard them on the ground, or create shortcuts.

❹ Equip

Change your equipment. Check out status or special effects.

❺ Position

Items on the field by the players feet will be displayed. When the WT (Possessions' Weight) limit is exceeded this can be helpful when you need to adjust your weight.

❻ System

Change your game option settings.

Quest Evaluation

When an adventure ends you will be taken to the Quest Evaluation screen. Here you can view the achievements from your journey and move items into the Dream Vault.



1 Evaluation Comments

View your rating comments.

2 Conquering Heroes

Use Twitter to view information about other heroes that have cleared the same world.

3 Tweet Conqueror

Tweet the results of your own adventure.

4 Open Dream Vault

Store items in the Dream Vault. Stored items can be used on your next adventure. The amount of storage you have can be increased using Genesis Stones.

5 Genesis Room

Use Genesis Stones to expand the Dream Vault, unlock new perks, classes or specials.

Online

By connecting to the Internet, you can compete in Online Matches, Update Campaign Data, Tweet and View Other Player's Info.

Battle Other Heroes

Enjoy competing with other players in Online Matches. In matches, players start at their own bases at opposite ends of the world. To win, they must reach the other player's castle or defeat the other player. If time runs out, the player who traveled the furthest across the map wins. During a match, the upper left-hand of the screen will display your opponent's progress and approximately how much distance there is between the both of you.





Hero Showdown

If players meet on the map, they must face each other in a showdown. The player who loses will be set back a certain distance and end up even further from their opponent's castle.



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Inquiries about this product should be directed
to the user support services provided below:

[Video Game Software Specialist]

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